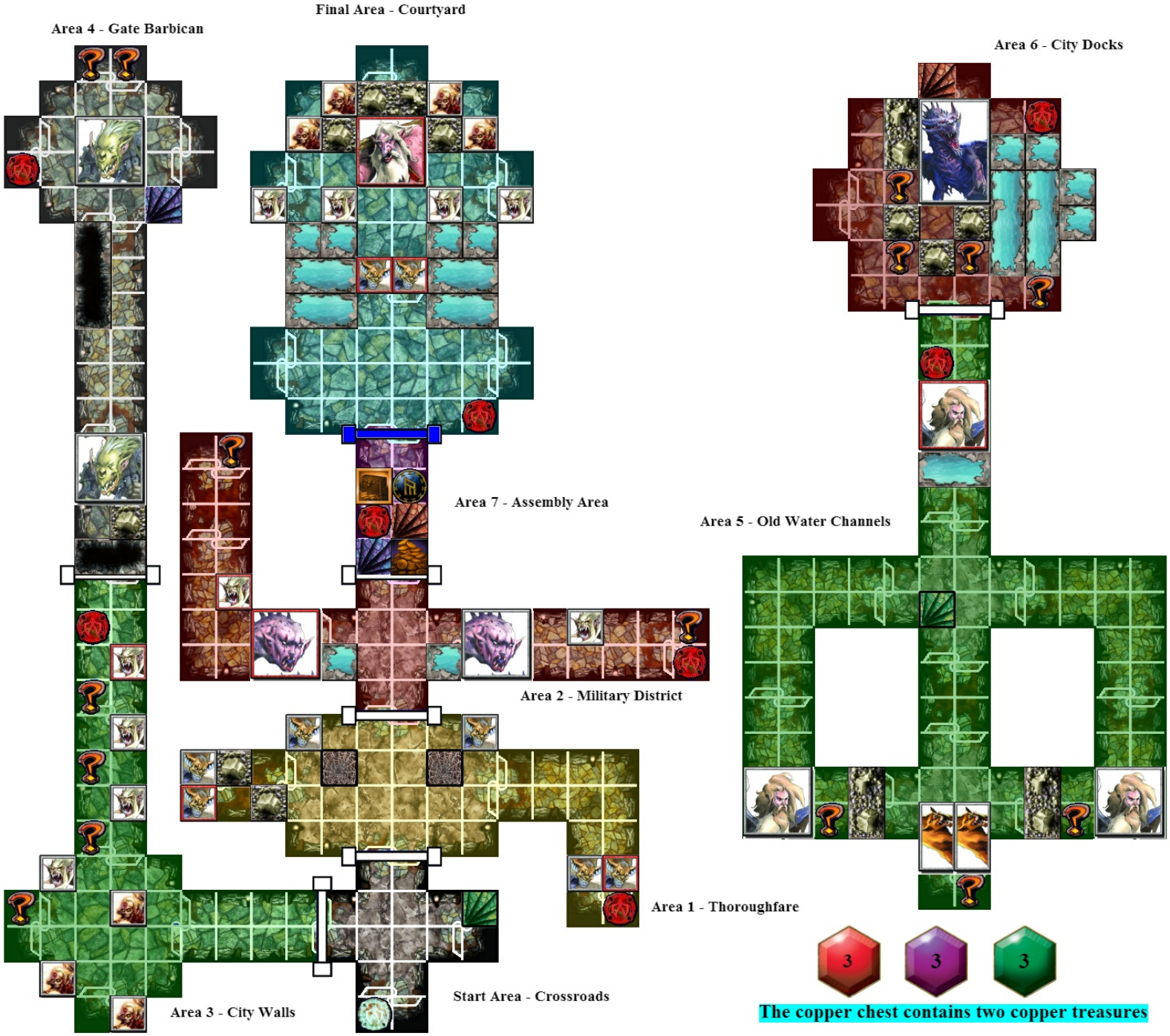
Final Area - Courtyard
Area 4 - Gate Barbican
Area 6 - City Docks
Area 7 - Assembly Area
Area 5 - Old Water Channels
Area 2 - Military District
Area 1 - Thoroughfare
3
3
3
Start Area - Crossroads
Area 3 - City Walls
The copper chest contains two copper treasures

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Attack On The City Of Steele

By Dan Howell

The following special rules are in effect during this quest:
1 - The quest is designed for four randomly selected heroes. Balance has not been tested with less than four heroes.
2 - The reinforcment marker from Road To Legend is in use for this quest. If Road to Legend is not available use a coin. The OL can only spawn monsters when the the coin is heads up. Once the OL spawns any monsters, the coin is turned over and no more monsters can be spawned. The marker can only be turned over if the OL spends 15 threat to do so, or the heroes reveal a new area. When a new area is revealed, the coin turns heads up for free.
3 - If using treachery, the cards are drawn at random until the appropriate value have been drawn. The overlord does not have to use the cards drawn, but does not get to draw more. Treachery cards are traded out normally with regular cards.
4 - Dark glyphs may not be purchased, the overlord does not have that much power in the city yet.
5 - Feats are not available during this quest.
6 - If you have any questions or comments, feel free to contact me at rdh174@embarqmail.com

Scenario Background

After many weeks of traveling in the wild, you finally reached the frontier City of Steele. The city straddles the River Steele, which is the border between civilized lands and a great unexplored expanse known as the frontier. Steele grew from humble beginnings as an outpost due to the stone bridge that was constructed over the river at this location. This bridge was built to give colonists access to the fertile plains on the other side of the river. Over time, the frontier has been pushed back to the thick forests and steep mountains that ring the plains. Here, the denizens of the frontier have resisted further encroachment and skirmishes are frequent along the fringes of the forests.

Your first night in Steele ends all hope of any rest or recovery. There is a sombre mood in the city and there is rumor of a great force massing in the forests. Due to dark intrigue and subterfuge, the political leadership of the city is in disarray and has been unable to develop a coordinated plan to deal with the threat. Further complicating the problem, are the large numbers of refugees pouring in from their frontier homes due to the rising threat within the wilderness. The city is ill-prepared to handle this influx of people and provisions within the city are already growing thin. It is obvious that some evil plan has been set in motion and you spend a restless night wondering what the morning will bring.

The next morning confirms your fears, at dawn the warning bells toll and panic spreads through the city. The sky is darkened with huge swarms of razorwings and a dark host is emerging from the forests with great engines of war. As the razorwings descend upon the city, you realize most are carrying huge nets laddened with evil creatures ready to be deployed within the city walls. The enemy forces march across the plains and fall upon the city in a maddened frenzy.

Despite these dire events, there is some hope. Unlike the political leadership, the city guard has maintained vigiliance, soldiers are positioned to repel the invaders and defensive gates are shut within the city to slow the enemy advance. As you prepare yourselves for battle, the Captain of the Guard rushes by. He recognizes you as heroes and begs you to make for the city gate and says, "The enemy captain has been spotted at the gate, if they force the gate, all will be lost!" He then rushes up the main thoroughfare towards the militiary district to further oganize his forces.

Mission Goals

Your goal is to make your way to the city gate and prevent the enemy from breaking through. You start with five conquest tokens and if you ever run out, you lose and the city will be destroyed. Along the way, if you find any of the glyphs used for public mass transit, you can activate them for access to the city square where the market and temple are located. Good luck in your endeavors to save the city.

Start Area - Crossroads

You have just emerged from one of the few glyphs of transport still activated; glyphs closer to the gate have been deactivated by the city guard. You are standing in the city crossroads which gives you three routes to reach the city gate. To your left is the gate that leads to the city walls. The walls encircle the city and give access to the gate barbican which has stairs to reach the gate. This would be a perilous path due to the forces already scaling the walls. Second, you could use the main thoroughfare to reach the gate. This is the shortest route but it will undoubtedly be choked with panicked and fleeing citizens. Third, you can take the stairs to your right that lead down into the old city water channels. Since new channels have been constructed, these passages are used by locals for quick access to the city docks located on the river. From the docks you will have access to the city gate. Unfortunately, the dangers on this route are unknown. You must choose quickly for you can already hear the enermy relentlessly assaulting the city gate.

Read the following instructions to the heroes at this time.
1 - The heroes only have a limited amount of time to reach the city gate.
2 - At the beginning of each overlord turn, the overlord can choose to place one threat near the city gate.
3 - In addition, at the beginning of each overlord turn, the overlord can choose to discard any power card for one threat to be placed near the city gate.
4 - Once ten threat are placed at the gate, at the end of each overlord turn, the heroes lose one conquest token until they have revealed the final area - The courtyard and gate.
5 - If the heroes reveal the final area before ten threat is placed, the overlord must immediately spend enough threat to reach ten threat at the gate.
6 - If the overlord cannot do this, the heroes gain one conquest for each threat needed to make up the difference.
7 - The threat at the gate is then discarded.

Area 1 - Thoroughfare

As the gate to the main thoroughfare is opened, you are met with a scene of mass chaos. The streets are tightly packed with panicked citizens who are seeking safety from the attacking forces. The sky is darkened with circling razorwings as they seek victims below them. Some of the razorwings are dropping huge nets lined with barbs onto the

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fleeing citizens. You watch in disbelief as they then grab the nets and fly away with their victims; the horror of their fate is beyond imagination.

The following instructions should be read to the heroes when they first enter this area.
Due to the panicked crowd, the following restrictions are in effect:
1 - Non-flying figures cannot move more spaces than their speed in this area.
2 - For all purposes, except spawning, line of sight can only be traced on space.
3 - Line of sight for spawning is traced normally.
The razorwings are attempting to carry away prisoners, as a result, they have the following special abilities:
1 - Instead of attacking, a razorwing can drop a net in any empty space it occupies. Place a web token to signify the net
2 - Instead of attacking, a razorwing can pick up a net in the same space as itself and carry it away. Remove the razorwing from play and the heroes lose one conquest token.
3- Nets do not block movement or line of sight.
4 -Nets in the same space as a hero cannot be carried away.
5 - Heroes can attack nets and as long as they do not role a miss, the net is destroyed
6 - At the end of any hero turn when there are no more razorwings in this area, the restrictions above are permanently removed. No more nets can placed, but any left behind can still be carried away if more razorwings are spawned later in the quest.

Area 2 - Military District

As you enter the military district, you realize that it is already under attack by the forces of darkness. Two your left, enemy forces have pushed the soldiers in this area back inside their barracks and a desperate struggle is under way. This attack is being led by a ruthless and suicical beastman named Inferno, he is carrying a strange sphere that smokes evily and it is apparent he intends to rush inside the barracks. If this happens all inside will be killed. To your right, the Captain of the Guard has become seperated from his men and is keeping the enemy pushed back, but you do not know how long he can stand alone. To make matters worse, two Nagas have emerged from the storm drains in this area and block both streets to buy time for their minions to complete their evil plans.

1- The master beastman in this area is Inferno, he has the normal stats of a master beastman except he has three additional wounds and he is immune to daze, grapple, stun, knockback, and web. If Inferno ever moves onto the barracks - the encounter marker near the chest, the barracks are destroyed, Inferno is killed, and the heroes lose four conquest tokens.
2 - If Inferno is killed before anyone moves onto the barracks space, remove the encounter marker - it has no effect.
3 - The encounter marker near the glyph represents the Captain of the Guard. Any monster can make a normal attack against him. If the attack does not miss, the Captain is killed. If the Captain is not killed, the first hero to end their movement on his space are promoted and gain the Command ability. The marker is then removed from the board.

If Inferno moves into the space containing the barracks marker before any heroes:

As soon as Inferno leaps into the barracks there is a tremendous explosion. The barracks are immediately engulfed in flames, and to your horror, you hear the screams of the soldiers who are trapped inside. There is no hope for them and their presence will be missed during the defense of the city. The heroes lose four conquest tokens.

Remove the encounter marker from the board

If a hero moves onto the space containing the barracks marker and Inferno is still alive:

As you near the entrance to the barracks, there is a cheer from the soldiers inside. They have been inspired by your arrival and rally from the barracks, driving away the enemy forces that were threatening them. Realizing that he can no longer complete his objective, Inferno howls in rage and it is apparent his new target is the heroes instead.

Inferno gains the Blast 1 ability. If he uses this skill he is immediately killed.

If the Captain of the Guard is eliminated before a hero reaches him:

With a great cry, you witness the death of the Captain of the Guard. You know that a brave and courageous soldier has fallen to the forces of evil.

Remove the encounter marker from the board.

If a hero ends their movement on the encounter marker near the glyph:

Laying on the ground, exhausted and mortally wounded, is the Captain of the Guard. The corpses of the enemy are strewn about him, but he has received many grievous injuries. You set him up and he gasps to you, "I can no longer fight, you must reach the gate and save the city; you must lead in my absence." The Captain slumps over and is motionless. You have been promoted to Captain of the Guard and now possess the Command ability.

Remove the encounter marker from the board.

Area 3 - City Walls

As you climb the ramp leading to the city walls, you realize that the enemy forces have thrown ladders and started to scale the walls. Some have already reached the walkways and have leaped over the battlements to attack the beleaguered defenders. If the enemy is able to capture the city walls, they will be able to pour death and destruction on those within the city below. You harden your resolve and rush into the fray.

Read the following instructions to the players:
1 - The encounter markers in this area represent the scaling ladders being used by the invading forces.
2 - At the beginning of the overlord's turn, the overlord may spend one threat and place on beastman or one skeleton on an unoccupied encounter marker.
3 - This placement is not effected by line of sight and does not effect spawning in anyway.
4 - If a hero ends their movement on an encounter marker, they kick the ladder from the wall and the marker is removed.

Area 4 - Gate Barbican

As soon as the gate to this area is opened, your fears are confirmed. The enemy has heavily bombarded this portion of the walls with catapults and other engines of war, leaving the walls battered with huge gapping holes in walkways. In the wake of this bombardment, two ogres have scaled the walls

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and cleared away any remaining opposition. It is apparent the enemy is planning to capture the gate barbican and open the gate from within.

Read the following instructions to the heroes:
1 - The encounter markers in this area represents the city gate controls.
2 - Once both encounter markers are occupied by a monster or monsters, one of them can spend movment points to open the city gate.
3 - For every movement point spent, the OL gains one threat token that is placed near the gate.
4 - Once there are ten threat on the gate, the encounter markers are removed.
5 - The rules for the gate being opened are then followed normally.

Area 5 - Water Channels

As you make your way down into the old water channels their is an eerie silence, the sounds of battle are muffled by the thick stone ceiling above your heads. A layer of smoke floats lazily along the ceiling and is seeping from the gate directly ahead that leads to the city docks. The enemy must already be attacking that part of the city as well. Unfortunately, the tunnel ahead has been flooded and you will have to find the proper drain valve to proceed in that direction. Suddenly, emerging from the darkness, large winged beasts emerge and their evil snickers reveal a dark intelligence. From the rear, bellowing flames mark the entrance of further opposition and it becomes all too clear that they have been waiting for some poor fools to fall into their trap!

Read the following instructions to the heroes:
1 - The encounter markers represent drain valves for this area.
2 - One of them will drain the water that blocks access to the next area.
3 - When a hero ends their movement on one of the encounter markers, roll a power die
4 - For the first encounter marker - A surge drains the water
5 - For the second encounter marker - A power enhancement drains the water
6 - For the third encounter marker - The water automatically drains
7 - Once the correct drain is found, remove the water marker from the board.

Area 6 - River Docks

As the gate to this area opens, the source of the smoke noticed earlier becomes apparent. A dragon has emerged from the river and set fire to the docks! The fires are spreading rapidly and if they are allowed to continue to spread, they will cause extensive damage to the city and destroy much needed supplies. You realize that quick action is needed to avoid a complete disaster.

The dragon in this area has five additional wounds and the Swim ability. This ability allows the dragon to enter water obstacles as if they were not there.

Read the following instructions to the heroes:
1 - The encounter markers in this area are actually flames. Replace them with burn tokens.
2 - Flames do not block movement, but they do block line of sight,
3 - Any figure that is ever in the same space as a flame marker takes one wound and receives one burn token.
4 - At the beginning of each OL turn, the OL rolls one yellow die. The range rolled is the number of additional flame tokens that is placed.
5 - Flame tokens must be placed adjacent to flame tokens that were already on the board at the start of the OL's turn that do not contain another obstacle, glyph, or staircase.
6- If there are ever six flame tokens on the board, the heroes lose three conquest tokens and no more flames can be placed.
7- Heroes can extinguish flame tokens that are in their space or adjacent spaces by attacking them normally. To do this, the hero must be adjacent to a water obstacle or adjacent to a hero that is. Heroes can form a chain of adjacent heroes back to a water obstacle.
7 - The attack is made with a blue die and no special abilities. Any attack that does not miss removes the marker.

If there are ever six flame markers on the board:

Despite your efforts, the flames spread out of control and quickly rage through the docks. You watch in dismay as buildings, boats and much needed supplies are destroyed by the inferno. The suffering in the city will be greatly magnifed due to these events. You lose three conquest tokens.

Area 7 - Assembly Area

As you enter this area you realize that it has been temporarily secured by the City Guard. They have fought off the attackers in this area but their numbers are badly depleted and they do not yet have the strength to mount a counterattack at the city gate. To buy them time, the local wizard's guild has managed to erect a powerful rune on the gate giving access to the city courtyard where the main gate is located. The rune can stop most of the enermy's minions but not their powerful captain. If the enemy captain reaches the gate and opens it, the city will be overun and destroyed. You must delay the enemy long enough to allow the City Guard to launch their counterattack. Once you pass through the gate, you cannot allow it to be opened until the enemy captain has been destroyed or the City Guard initiate their attack.

Once the heroes have entered this area, they may not reveal any additional areas other opening the blue rune-locked door to access the courtyard.

Final Area - Courtyard

As you enter the courtyard you see the magnificent bridge that spans the River Steele but your eyes are quickly drawn to the city gate. The gate moans and trembles as the forces behind it relentlessly press their attack. Suddenly the gate and part of the surrounding towers collapse into a pile of stone and splintered timbers. The forces of the overlord begin to pour through and marching behind them is their great captain Goliath, a terrible giant, who long ago, gave himself to the darkness. Goliath is a formidable opponent, and the massive stone hammer he is welding is aglow with powerful runes. You realize that he must not be allowed to open the rune-locked gate before the counterattack is launched. If this happens the defenses of the city will be overwhelmed and all will be lost.

1 - Goliath is a master giant with 24 wounds and the Knockback ability. Goliath is so powerful that no skill or item can give any hero immunity to his knockback ability. He is also immune to daze, grapple, knockback, stun, and web. Additionally, telekinesis has no effect on Goliath. All other stats are the same.
2 - If Goliath ever reaches the blue rune-locked door and opens it, the heroes immediately lose. In addition if the heroes do not shut the blue rune-locked door or for some reason open it and Goliath ever moves adjacent to the opening, the heroes lose the game.
3 - The Overlord has four turns to either eliminate the heroes through conquest tokens or open the blue rune-locked gate.
4 - The heroes win by killing Goliath or preventing him from opening the gate.

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If the heroes succeed in defeating Goliath:

As the killing blow is landed, Goliath sways slowly and then collapses onto the ground. The shudder of his impact halts the advance of the dark forces and they begin to withdraw. The withdrawal turns into complete rout as the remaining city guard pour into their ranks. The enemy is driven back into the forests and most of their number lay dead in the plains around the city. You are rewarded handsomely and statues of your likeness are constructed in the courtyard as reminder of your brave actions. Congratulations, you have ensured the safety of Steele for many years to come and successfully completed your quest.

If the heroes run out of conquest tokes or Goliath opens the rune-locked gate:

With a great cry of triumph, the enemy forces overwhelm the city. The streets are flooded with the forces of the dark host and most within the city never escape. The city is sacked and razed to the ground and the bones of the dead are erected in a great memorial to the victory of darkness in this land. The few that survive, will trickle into other cities of the kingdom and tell of the dark deeds that occured on this day. Unfortunately, you have been defeated and the frontier will remain a dark place for many years to come.

If the overlord has not won within four turns:

Suddenly, arrows begin to rain down from the walls into the enemy ranks. Goliath roars in anger as arrows pierce his thick hide. At the same moment, the gate is opened and the City Guard charges forwards to repel the enemy invaders. Realizing that he has lost his opportunity for a swift victory, Goliath orders the withdrawal. Initially, his forces fall back in order, but soon, their retreat turns into rout as they are pursued from the city. By the end of the day most of them lie dead in the plains around the city. Goliath, was able to esacape to the forest, although he did not find refuge there, his dark masters do not approve of defeat. Death would have been a better fate than the torment that awaited him there. Congratulations! You have successfully defended the city and ensured its safety for many years to come.

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